The Ninja™

Throughout your journey to the Ohkami Castle you'll battle evil Ninja Warriors. Once there, you must destroy their leader, Gyokuro. Only then will you be able to save the princess from her prison inside the castle.

SEGA®

Now, there are no limits.℠

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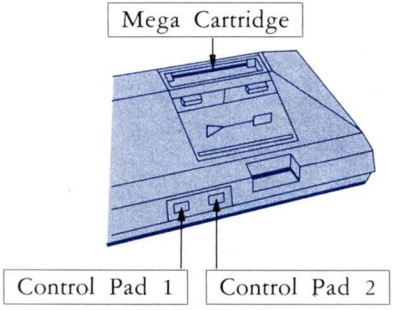
Loading Instructions: Starting Up

1. Make sure the power switch is OFF.
2. Insert THE NINJA Cartridge as described in your SEGA SYSTEM™ manual.
3. Turn the power switch ON.

IMPORTANT: Always make sure the SEGA SYSTEM is turned OFF when inserting or removing your Sega Card/Cartridge.

For 1 player: Push the START BUTTON on player #1's control pad.

For 2 player: Push the START BUTTON on player #2's control pad.



What's Happening

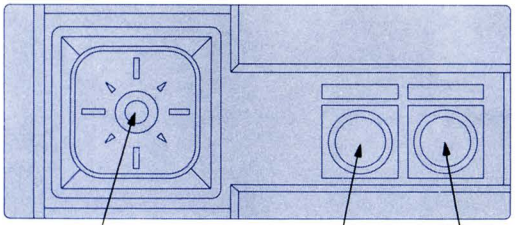
Ever since Gyokuro came into power as the ruler of the once peaceful land of Ohkami, the countryside has been in turmoil.

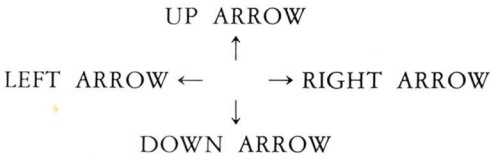
Gyokuro has sent his Ninja out to torment the people. He's even locked the princess up in the basement of the castle.

Someone has to take a stand against the wicked Gyokuro if peace is ever to be restored. Armed only with ninja darts, the brave Kazamaru accepts the challenge. But he's going to need your help.

Taking Control

The following illustration shows you the control points on your SEGA SYSTEM control pad. Throughout this instruction book we will refer to these controls by the names indicated in this illustration.





TO MOVE RIGHT OR LEFT – press the RIGHT or LEFT ARROW

TO MOVE UP OR DOWN – press the UP or DOWN ARROW

TO THROW DARTS IN EVERY DIRECTION – press BUTTON 1

TO THROW DARTS DIRECTLY FORWARD – press BUTTON 2

TO DISAPPEAR – press BUTTONS 1 and 2 simultaneously

NOTE: When invisible, you're invincible.

Who's Who

You're Kazamaru.
The good guy
in the blue vest.

All the other Ninja -- *your enemies* -- include the following cast of evil characters:

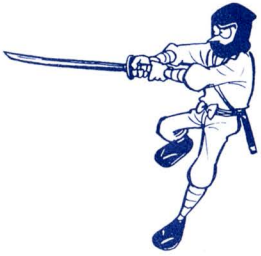
Gyokuro -- This notoriously wicked leader of the revolting Ninja is very crafty. He can even send out shadow Ninja. So beware.

Fire-blowing Ninja -- He's fast. And fiery. So keep your cool.

Kuno-ichi -- A very sly female Ninja who's good at hiding in shadows of houses. Look out for her.

Ninniku -- His name means "garlic." And you have to get rid of him to advance to a new level.

Slashing Ninja -- Watch out for their super sharp swords. They're deadly.



Darting Ninja -- Not only do they hurl darts and sickles. They can also multiply themselves!

Transforming Ninja – What makes them so dangerous is that they can disguise themselves as rocks and can pop right out of the ground.

Footloose – They're the fastest runners of all the Ninja. And they attack in devastating waves.

Ninja Wolves – Disguised as wolves, these "Ohkami" Ninja attack in packs.

Samurai – They're the best with a blade.

Runaway Horses – You can't kill them. So just stay out of their way.

What's What

THE SECRET SCROLLS

Inside the Ohkami Castle are hidden three kinds of secret scrolls. They are often hidden in unexpected places. So you'll have to look carefully for them. But it will be well worth your efforts. For they all contain special powers.

These are the scrolls and their powers:

RED SCROLLS – The Secret book of Pinwheel Darts.
Once you find this scroll, you can use the power of the Pinwheel Darts. These allow you to kill a number of enemy Ninja at one time.

BLUE SCROLLS – The Secret Book of the Ohkami Feet. With this scroll, you will be able to run many times faster than you normally can.

GREEN SCROLLS – The Secret Book of the Ohkami Castle. Once you collect five of these scrolls you'll be able to find your way to the princess' prison.

THE THIRTEEN LOCATIONS IN THE LAND OF OHKAMI

As you make your way to the Ohkami Castle, you'll travel through thirteen different locations. Each is a little more dangerous than the one before it.

These are the thirteen locations:

1. Grassy Field -- Beware of The Darting and Slashing Ninja.

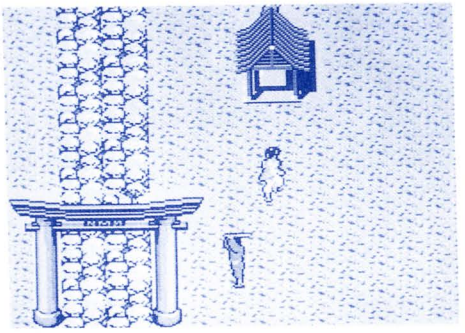
2. A Craggy Cliff -- Watch out for the rolling rocks. They could crush you instantly.

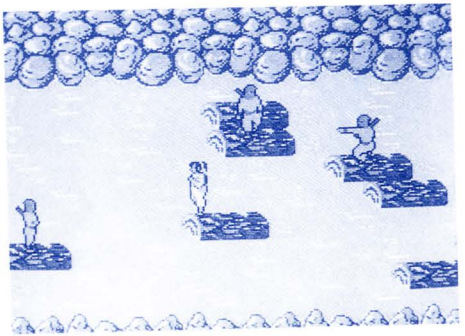
3. The Prairie -- This is where the Ninja Wolves live.

4. A Shrine -- Kuno-ichi often hides out here. So watch out!

5. A River Bank -- To cross the river, jump the logs.

6. Town Street -- Ohkami Ninja are everywhere you look.





7. A Small Town -- Here's where you may have to dodge the Runaway Horses.

8. Residential Samurai Area -- The strongest foes of all -- Samurai and multiplying numbers of Darting Ninjas.

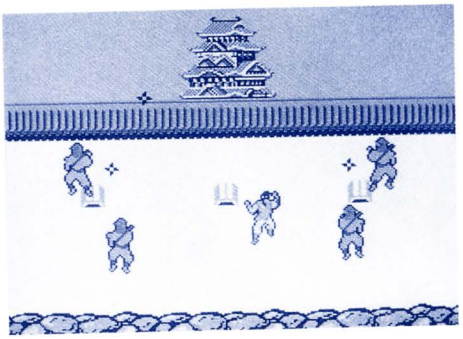
9. A Stone Wall -- Start climbing here. But watch out for falling rocks.

10. Inside Terrace -- Watch out for the emerging Footloose Ninjas, it's destroy or be destroyed.

11. Inside Ohkami Castle (room with wooden floor) -- You've finally arrived inside the Castle, but proceed with caution in finding the princess.

12. Inside Ohkami Castle (tatami room) You're surrounded by Samurai and Footloose Ninjas -- Your best bet is to vanish.

13. Inside Ohkami Castle -- You're at your final destination. Find your way through the Maze and you'll find the princess.



Oops. Try Again.

At the beginning of each game, you get three lives. When you lose all of them, the game is over.

You will be awarded an extra life each time you reach the following scores: 30,000, 100,000 and 200,000 points.

Know The Score

The points you earn for defeating the Ninja enemies are added together to produce your final score.

Here's what earns what:

BLOCKING ENEMY DARTS	50 points
BLOCKING ENEMY SICKLES	100 points
DARTING NINJA	200 points
NINJA WOLVES	200 points
SLASHING NINJA	200 points
DARTING NINJA WITH SICKLES	300 points
MULTIPLYING DARTING NINJA	300 points
VERY FAST DARTING NINJA	300 points
TRANSFORMING NINJA	300 points
SAMURAI	300 points
KUNO-ICHI	300 points
FIRE-BLOWING NINJA	300 points
FOOTLOOSE	400 points
NINNIKU	2,000 points
GYOKURO	2,000 points

BONUS POINTS – At the end of each level.
BONUS POINTS will be calculated as follows:

(# of enemies destroyed/# of darts used) x 20,000

Helpful Hints

- The Ninja will attack you from all directions. So remember to throw darts in all directions.

- When you're in very grave danger, don't forget to use your disappearing capabilities -- because you can still move, even when you're invisible.

- Try to accumulate as many BONUS POINTS as you can. It'll put you closer to getting an extra life.

- As soon as you discover the way to the princess' prison, press the button and go for it. There'll be no time to waste.

Scorebook

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Handling The Mega Cartridge™

- The Mega Cartridge is intended exclusively for the Sega System.™
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

90-Day Limited Warranty Sega® Card/Cartridge

To validate the following 90-day limited warranty, your sales slip or proof of purchase should be retained at time of purchase and presented at time of warranty claim.

90-Day Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that this Sega Card™/Cartridge™ shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective card/cartridge, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

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Our Customer Service Department is in operation from 9:00 AM to 5:00 PM (Pacific Time), Monday through Friday. *Do not return your Sega Card/Cartridge to your retail seller.*

Sega's service center is located at the following address:

Sega of America, Inc.
Warranty Repair
573 Forbes Blvd.
South San Francisco, CA 94080

Limitations On Warranty

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